

Preface

Persuasive technology is a vibrant interdisciplinary research field, focusing on the study, design, development, and evaluation of information technologies aimed at influencing people's attitudes or behaviors through open and transparent means. The International Conference on Persuasive Technology series brings together researchers, designers, practitioners and business people from various disciplines and a wide variety of application domains. The research community seeks to facilitate healthier lifestyles, make people feel or behave more safely, reduce consumption of renewable resources, among other notable goals, by, for instance, designing software applications, monitoring through sensor technologies, analyzing obtained data, and providing various types of coaching for users.

The *14th International Conference on Persuasive Technology* was hosted by the Department of Communication and Internet Studies at the Cyprus University of Technology in Limassol, Cyprus in April 2019, and organized in collaboration with the University of Oulu, Finland and the University of Wollongong, Australia. In previous years similar highly successful conferences were organized in Waterloo (Canada), Amsterdam (Netherlands), Salzburg (Austria), Chicago (United States), Padua (Italy), Sydney (Australia), Linköping (Sweden), Columbus (United States), Copenhagen (Denmark), Claremont (United States), Oulu (Finland), Palo Alto (United States), and Eindhoven (Netherlands). The conference addressed a wide variety of topics regarding the development of persuasive and behavior change support systems. This year papers were also solicited for two specific topics, namely Personal informatics and Gamification and gamified persuasive technologies.

After the Doctoral Consortium (April 8), the conference featured three workshops:

- Seventh International Workshop on Behavior Change Support Systems (BCSS 2019)
- Personalizing Persuasive Technologies: Personalization for Wellbeing (PPT 2019)
- The 19th Workshop on Computational Models of Natural Argument (CMNA19): The Role(s) of Argumentation in Persuasion

On that same day (April 9), four tutorials took place:

- Persuasive systems design, evaluation and research through the PSD model
- Empowering Sustainable Change: Emergence of Transforming Wellbeing Theory

At the two-day main conference (April 10 and 11), kicked-off by a keynote by Prof. Dr. Wijnand IJsselsteijn on *Minding the Gaps: From Data to Action in Quantified Self*, the 29 accepted papers and one invited research article from

the Behavior and Information Technology journal were showcased in a single-track format, along with two poster sessions that accommodated 20 scientific posters. In addition, this year two panels were hosted, one on *Bridging Theory and Design* and one on *Research Methods*.

The LNCS volume 11433 contains the accepted short and long papers presented during the main track of the conference. Of the 80 submitted papers, 29 were accepted. 80 research papers. The 185 authors came from 29 countries, with the United Kingdom, the Netherlands, and Canada being the most numerous submitters. Twenty-nine papers were ultimately accepted, which required the dedication of 67 skillful reviewers from 17 different countries (on average three reviews were written per submitted manuscript) and some tough decisions.

These adjunct proceedings include the accepted abstracts of poster submissions, the accepted position papers submitted to the doctoral consortium, as well as descriptions of the three workshops and the two tutorials that were accepted in the conference.

We would like to thank all authors, both of accepted papers and also of those who did not make it in this time, for their contributions, and the reviewers for their very valuable feedback. Furthermore, we wish to thank all of our colleagues and students who were involved in organizing the many facets of this conference.

April 2019

Eleni Kyza

Pasi Karppinen

Evangelos Karapanos

Khin Than Win

Harri Oinas-Kukkonen